

AMENDMENTS TO THE CLAIMS

- At time of the Action: Claims 9-19 and 32-40
- Amended Claims: Claims 9-11 and 13-18
- Cancelled Claims: Claims 19 and 40
- Previously Withdrawn Claims: Claims 1-8 and 20-31
- New Claims: Claims 41 and 42
- After this Response: Claims 9-18, 32-39, and 41-42

The following listing of claims replaces all prior versions and listings of claims in the application.

1. (Withdrawn) A method comprising:
silently signing in a user of an offline game title onto an online gaming service; and
providing the signed in user with one or more online services.
2. (Withdrawn) A method as recited in claim 1, wherein the online services are
selected from a group comprising an in-game notification, a cross-title invitation, a friend request,
and data corresponding to a friends list.
3. (Withdrawn) A method as recited in claim 1, wherein the signing in is through a
public network.
4. (Withdrawn) A method as recited in claim 1, wherein the signing in utilizes
information corresponding to a specific input controller.
5. (Withdrawn) A method as recited in claim 1, wherein if the signing in fails, the
user has an option to initiate an interactive sign-in process.

6. (Withdrawn) A method as recited in claim 1, wherein the silently signing in is performed manually.

7. (Withdrawn) A method as recited in claim 1, wherein the silently signing in is performed without user interaction.

8. (Withdrawn) One or more computer-readable media storing computer executable instructions that, when executed, perform the method as recited in claim 1.

9. (Currently Amended) A method comprising:
determining if at least one user account is present on a dedicated game console gaming device;
if the at least one user account is present, determining if automatic sign-in is enabled on the dedicated game console; and
if automatic sign-in is enabled, silently signing in a most recently signed in user account onto an online service without requiring action by a user.

10. (Currently Amended) A method as recited in claim 9, further comprising:
determining whether the signing in was successful; and
if the signing in was successful, registering an online presence of the signed in user account, wherein the registering comprises holding and processing data concerning the online presence of the signed in user account at a presence server for online gaming.

11. (Currently Amended) A method as recited in claim 9, further comprising:
determining whether the signing in was successful; and
if the signing in was unsuccessful, reporting an error in a status message window of a main menu generated by a game loaded in the dedicated game console.

12. (Original) A method as recited in claim 11, wherein the error is selected from a group comprising passcode required and sign-in failed.

13. (Currently Amended) A method as recited in claim ~~11, wherein the error is displayed in a user interface~~ 9, wherein the online service comprises a data center communicating on trusted devices.

14. (Currently Amended) A method as recited in claim 9, further comprising:
determining whether the signing in was successful; and
if the signing in was unsuccessful, initiating an interactive sign-in, wherein the interactive sign-in comprises providing a user name and an authorization code via a controller coupled to the dedicated game console.

15. (Currently Amended) A method as recited in claim 9, further comprising:
determining a status of the signing in; and next
returning a status message selected from a group comprising no user account present, automatic sign-in disabled, signing in, not signed in, and signed in.

16. (Currently Amended) A method as recited in claim 9, wherein after the signing in, the user has access to one or more items selected from a group comprising a friends list and a notification from a server maintaining a multiple queue of outgoing messages for the signed in user account.

17. (Currently Amended) A method as recited in claim 16, wherein the notification is ~~selected from a group comprising a friend request and~~ a cross-title game invitation to switch from an offline game to an online game, wherein the offline game is played by players with access to the dedicated game console and wherein the online game allows the players to play the online game against one or more other players online.

18. (Currently Amended) A method as recited in claim 9, further comprising:
if the at least one user account is present, determining if ~~coupling~~ a controller is coupled to the ~~gaming device, dedicated game console,~~ the controller corresponding to a specific user account present on the dedicated game console; and
silently signing to sign in the specific user account onto the online service ~~instead of the most recently signed in user account.~~

19. (Canceled)

20. (Withdrawn) An apparatus as recited in claim 20, wherein the online services are selected from a group comprising an in-game notification, a cross-title invitation, a friend request, and data corresponding to a friends list.

22. (Withdrawn) An apparatus as recited in claim 20, wherein the apparatus is an Xbox game console.

23. (Withdrawn) An apparatus as recited in claim 20, wherein the interface is provided by an offline game title.

24. (Withdrawn) An apparatus comprising:
means for silently signing in a user of an offline game title onto an online gaming service;
and
means for providing the signed in user with one or more online services.

25. (Withdrawn) An apparatus as recited in claim 24, further including means for signing in through a public network.

26. (Withdrawn) An apparatus as recited in claim 24, wherein if the signing in fails, the user is provided with means for an interactive sign-in process.

27. (Withdrawn) One or more computer-readable media having instructions stored thereon that, when executed, direct a machine to perform acts comprising:

silently signing in a user of an offline game title onto an online gaming service; and providing the signed in user with one or more online services.

28. (Withdrawn) A computer-readable media as recited in claim 27, wherein the online services are selected from a group comprising an in-game notification, a cross-title invitation, a friend request, and data corresponding to a friends list.

29. (Withdrawn) A computer-readable media as recited in claim 27, wherein the signing in is through a public network.

30. (Withdrawn) A computer-readable media as recited in claim 27, wherein the signing in utilizes information corresponding to a specific input controller.

31. (Withdrawn) A computer-readable media as recited in claim 27, wherein if the signing in fails, the user is provided with an interactive sign-in process.

32. (Original) One or more computer-readable media having instructions stored thereon that, when executed, direct a machine to perform acts comprising:
determining if at least one user account is present on a gaming device;
if the at least one user account is present, determining if automatic sign-in is enabled; and
if automatic sign-in is enabled, signing in a most recently signed in user account onto an online service.

33. (Original) A computer-readable media as recited in claim 32, wherein the acts further comprise:

determining whether the signing in was successful; and

if the signing in was successful, registering an online presence of the signed in user.

34. (Original) A computer-readable media as recited in claim 32, wherein the acts further comprise:

determining whether the signing in was successful; and

if the signing in was unsuccessful, reporting an error.

35. (Original) A computer-readable media as recited in claim 34, wherein the error is selected from a group comprising passcode required and sign-in failed.

36. (Original) A computer-readable media as recited in claim 32, wherein the acts further comprise:

determining whether the signing in was successful; and

if the signing in was unsuccessful, initiating an interactive sign-in.

37. (Original) A computer-readable media as recited in claim 32, wherein the acts further comprise returning a status message selected from a group comprising no user account present, automatic sign-in disabled, signing in, not signed in, and signed in.

38. (Original) A computer-readable media as recited in claim 32, wherein after the signing in, the user has access to one or more items selected from a group comprising a friends list and a notification.

39. (Original) A computer-readable media as recited in claim 38, wherein the notification is selected from a group comprising a friend request and a cross-title game invitation.

40. (Canceled)

41. (New) A method comprising:
coupling a controller to a dedicated game console;
determining if a memory unit of the controller corresponds to a specific user account; and
silently signing in the specific user account onto an online service.

42. (New) The method as recited in claim 41, wherein the memory unit of the controller is removable.